Now our

Hit Game is on CD-ROM!

Your choice of four 3-D play environments

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- 5 selectable cyber-opponents with ascending skill levels
- Four different "hosts" present over 1,400 Threesome questions
- Play at home, over a local area network, or worldwide over the Internet
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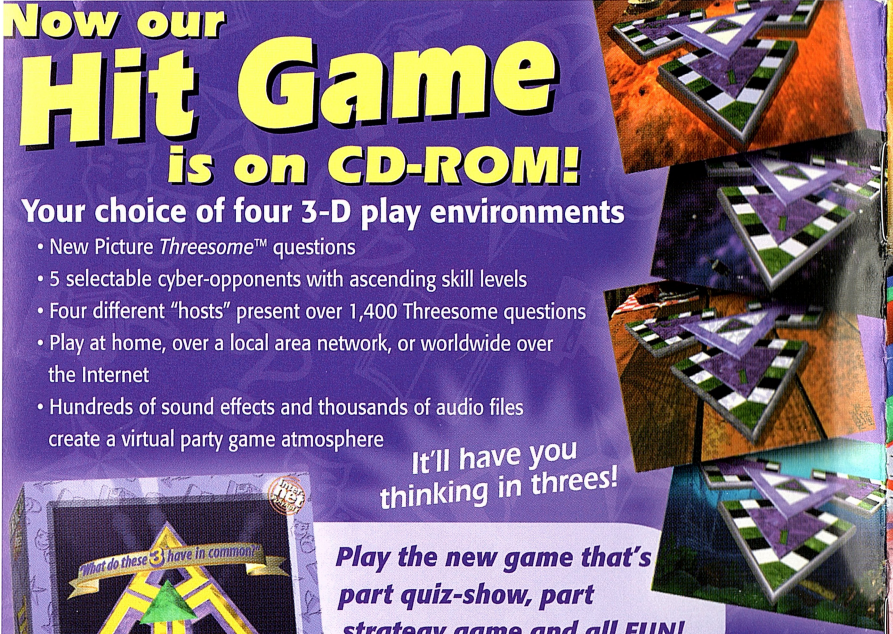

It'll have you thinking in threes!

Play the new game that's part quiz-show, part strategy game and all FUN! TriBond® on CD-ROM.

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9121-RB

Play This Play That™

Featuring

AIR HOCKEY®

and

SKEET SHOOTER

PMP™

PATCH®

Play This Play That™

Featuring AIR HOCKEY® and SKEET SHOOTER

USER'S MANUAL

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Getting Started

System Requirements

WINDOWS®95 / Windows®3.x

Suggested
- Windows 95 / Windows 3.x
- Pentium 75MHz
- 16MB RAM
- 1MB SVGA
- 20 MB free hard drive space

Minimum
- 486 – 66MHz processor
- 8MB RAM
- 1MB SVGA
- 20 MB free hard drive space

MACINTOSH®

Suggested
- System 7.x or better
- PowerPC CPU
- 16MB RAM
- Sound Manager 3.0
- 20 MB free hard drive space

Minimum
- System 7.x or better
- 68K CPU
- 8 MB RAM
- Sound Manager 3.0
- 20 MB free hard drive space

Attention: Macintosh Users
The network multi-play portions of the AIR HOCKEY® game were nonfunctional at the date of release. Our programmers will remedy this problem in the near future. Please check our websites **www.pmenterprises.com** or **www.patchproducts.com** for more information. We apologize for any inconvenience this may cause the Macintosh users. For additional technical support, contact P.M.E. at: (919) 462-0001 extension 111.

Installing Play This, Play That™

Windows 95

1. Start Windows 95 and place the **Play This, Play That** CD in the CD Drive, label side up. Close the drive tray.
2. The installation program will automatically load unless you have Autorun off. If this is the case, double-click the **My Computer** icon on the desktop. Then double-click the **Play This, Play That** icon.
3. Click the **Install** button. Then follow the on-screen instructions to complete the installation.
4. Once the installation is complete click on the Start menu. Go into the **Programs** submenu. Go into the **Play This, Play That** submenu and click on **Play This, Play That**.

Windows 3.x

1. Start Windows 3.x and place the **Play This, Play That** CD in the CD Drive, label side up. Close the drive tray.
2. From the **File** menu, select **Run**.
3. In the dialog box type **D:\setup1.exe** and click **OK**. Use the actual letter of your CD-ROM drive in place of the "D".
4. Follow the on-screen instructions to complete the installation.
5. Once the installation is complete, double-click on the **Play This, Play That** icon to play.

Macintosh

1. Place the **Play This, Play That** CD in the CD Drive, label side up. Close the drive tray.
2. Drag either the **Minimum Play This, Play That** Install or the **Full Play This, Play That** Install folder to your hard drive.
3. Open the folder on your hard drive.
4. Double-click on **Play This, Play That.exe**.

Autorun

To install **Play This, Play That** click on the **Install** button located on the Autorun screen and follow the on screen directions. Each game can also be installed individually by clicking on the Individual Install buttons.

To start the **Play This, Play That** click on the icon placed in your start menu or click on **Play** located on the Autorun screen. Once the opening sequence has played through the Arcade screen will appear.

The **Demos** button will open up the folder containing all of the demos supplied with the game pack. To install a particular demo open up its folder and run its setup program.

If you need to install DirectX click on the **DirectX** button. This will run the DirectX setup program.

Links to P.M.E. Inc.'s and Patch Products' web sites are available by clicking on either **Link** button. You will need an Internet connection before you can connect to our web pages.

The **Exit** button will close the Autorun screen.

Arcade screen

The Arcade screen has a button to represent each of the games included, a text area to display a description of each game, and an exit button to quit out and return you to your operating system.

Moving over a particular game button will highlight it and display a description of the game in the text area at the bottom of the screen. Clicking on one of the buttons will load that game.

Main Interface

Each game has the same basic interface that borders the screen. Moving your cursor over the buttons on the bottom left and right sides of the screen will pop out what each button represents. The buttons on the left side of the screen are: **New/End Game**, **Load/Save Game**, **Options**, and **Quit**. The buttons on the right hand side of the screen are: **High Scores, Pause**, **Help**, and **About**. Here is a description of what each button does:

New Game (Shortcut key - N)
Displays any setup menus or options for starting a new game. This option is only available when no games are active.

End Game (Shortcut key - E)
This button is available only during an active game. This will end any game currently in progress.

Load Game (Shortcut key - L)
Loads previously saved games for the current game only.

Save Game (Shortcut key - S)
Saves the current game only.

Options (Shortcut key - O)
Displays a menu with settings that can be modified pertaining to the currently selected game.

Quit (Shortcut key - Q)
Ends the current game and returns you to the Arcade screen.

High Scores (Shortcut key - H)
In all games but AIR HOCKEY® this button will display the High Scores menu for that particular game.

Pause (Shortcut key - P)
Pauses the game and displays options for Intermission or continuing the current game.

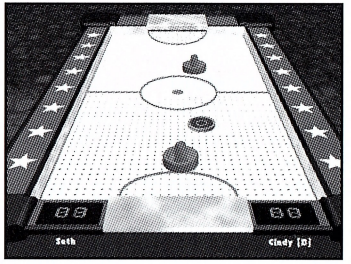
Help (Shortcut key - ?)
Displays helpful information for each game.

About (Shortcut key - A)
Displays information about P.M.E. Inc. and Patch Products, Inc. including current and future titles in development.

Air Hockey®

The classic table top game you played as a kid can be played either against the computer or against another human player via a local area network for the PC. To begin the game, click on the **New Game** button at the bottom of the screen.

Game Play



To control the paddle move your mouse around and watch as the paddle corresponds to your mouse movement. You control the paddle at the bottom of the screen. You can not cross over the center line, nor can your opponent. The player that reaches the Total Points first, wins. The bottom of the board displays the player's name, current score, and number of games won (if needed). The Main Interface is hidden during game play. To pause the game and reveal it, press the space bar on your keyboard. The **Options** menu will allow you to change the physics of the game to play more toward your style.

Single Player

There are five levels of Artificially Intelligent players to play against during a Single Player game: Beginner, Novice, Amateur, Pro and Champion. Each level contains 16 different players. In all modes of play (except Round Robin) you can specify the level of skill for your A.I. Opponent. There are different paddles and pucks from which to choose, allowing you to customize any game. The point total for each game can be set from 5 to 30. There are three different modes of single play from which to choose. Click on the tabs at the top of the new game menu to cycle through them. ***One on One*** mode is you playing against a computer opponent in a single game or in a ***Best Out Of*** series. The ***Tournament*** mode places you in a single elimination four round tournament with 15 other computer players. Finally,

a ***Round Robin*** tournament places you and 31 or 63 computer opponents into 8 different groups. Each player is required to play every player in his or her group. The top 50% of each group moves up to the next round where they repeat the process from the first round. The player with the most wins in the final round is the winner. After each game there is a summary screen to see how well you did in the previous games. During tournaments a standings screen is available at the game summary to keep track of your record and how you are progressing through the tournament.

Rating System

As you are setting up your game to play, typing in a name in the Create Player edit box can create a new player. A rating system has been devised to track your skill level as compared to your A.I. Opponents. Each A.I. skill level is assigned a number: 1 through 5, with 1 being for the Beginner and 5 for the Champion. With each win you receive a number based on the skill level of your A.I. Opponent. If you lose you receive a 0. These numbers are added together and then averaged against the number of games you have played. That average determines your average skill level and is displayed as Beginner, Novice, Amateur, Pro or Champion. The more games you play, and the tougher the opponents you beat, the better you will see yourself become.

Multi-player

Setting up for a Local Area Network game is similar to that of a single player game. You can enter your name or load a previously created player. Depending on whether you host or join a game will determine what options you can set. If you Host a game then all of the game play settings will be handled by you: paddle selection, puck selection, score total, type of game, and what board on which to play.

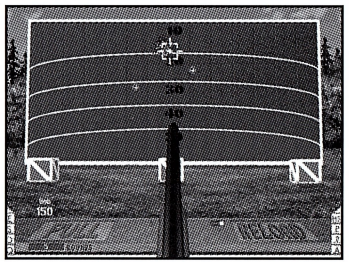
Skeet Shooter

Skeet Shooting is a test of skill. Your objective is to shoot the clay pigeons as they fly across the target board. Where you hit the targets will determine how many points you are rewarded. There are five target areas going from bottom to top: 50 points, 40 points, 30 points, 20 points and 10 points. Any clay pigeons shot outside the board are awarded zero points. To begin the game, click on the **New Game** button at the bottom of the screen.

There are three distinct types of play in Skeet Shooter. Click on the tabs at the top of the new game menu to select a game. The object in ***Championship*** is to score the most points by the end of the last round. The object in ***Timer*** is to score the most points before time expires. In ***25 Shot*** the object is to be the player with the highest score after firing only 25 shells.

Each type of game can be set up for your style of play (target speed, auto reload, number of rounds) and every game can have up to four other people playing at your computer. There are three gun types to use: 12-gauge Shotgun (easy), 20-gauge Shotgun (medium), and .22 Rifle (extremely hard).

Once the game has begun, use your mouse to aim the gun. To release the clay pigeons and begin each round, either click on the engraved wood **Pull** button on the interface or press the **Space bar** on your keyboard. To fire your gun use the **left** button on your mouse. The **Reload** button on the interface or your **right** mouse button will reload the gun. If Auto Reload is selected during the game setup then the computer will handle the reloading of your gun for you. The bottom of the screen displays how many players are playing, their score, what round it currently is or how much time is remaining, and how much ammunition is left in your gun.



At the end of each game an overview screen will appear with information on total score, hit percentage, and best streak for

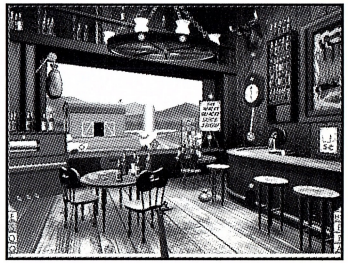
hitting the clay pigeons. From here you can even see a graphic representation of where your shots landed on the target board by round, or display all of your shots together. To view this, click on the **Shot Summary** button on the **Game Scores** menu and use the engraved wooden buttons on the interface to cycle through the different summaries. Be sure to check the high scores to see how well you are doing in each of the three different games.

Saloon Shootout

The objective is to score the most points in the time given. Not everything that can be shot has a bulls-eye, some of the most interesting targets in the game are hidden! To begin the game, click on the **New Game** button at the bottom of the screen.

When starting a new game you can enter in your name and set the time limit (30 seconds to 4 minutes). There are three different modes of play. The ***Standard Game*** is as it sounds. This plays like most shooting galleries. Items will appear and disappear and as you hit them you earn points. The ***Hectic Game*** has many more targets appearing and disappearing. This game is more fast-pasted than the Standard Game and is not for the beginner. The ***No Timer*** game, or practice mode, allows you to take your time and shoot at everything in the saloon. However, in this mode you won't score points or even earn a place in the High Scores.

Once the game has begun, use your mouse to aim the gun. To fire your gun use the **left** or **right** button on your mouse. The gun has unlimited ammo, all you need is good aim. The interface at the bottom of the screen will display your name, the point values for hit bull's-eyes and hidden targets, your total score, and the time remaining. At the end of the game a summary screen will appear with an overview of your previous game. Be sure to check the high scores to see how well you have done in the *Standard Game* and the *Hectic Game*.

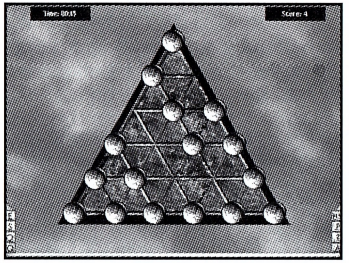


Odd Man Out

Like the name suggests, the idea of this game is to end up with one chip left. To begin the game click on the **New Game** button at the left of the screen. There are three different boards to play on (Tri-A-Jump, Jump-A-Cross, Jump-A-Round) and six different chips from which to choose. To start a game select the board and chip and press the **OK** button.

The game is played by "picking up" a chip and jumping over an adjacent chip. This removes the chip that was jumped over from play and earns one point. "Picking up" or "putting down" a chip is accomplished by moving the cursor over the desired chip and clicking. This will select the chip and place it as your cursor. Clicking again will place it in the desired location. If it can not be placed it will return to its original location. A bonus of one point is awarded if only one chip remains and it is in the original blank spot.

At the top of the screen are the displays for how much time has passed and how many points have been scored in the current game. Once all of the available moves have been made or the board is cleared the game will end and the High Scores menu will be displayed. From here you can enter in a name and view all of the previous high scores in any of the other *Odd Man Out* games.

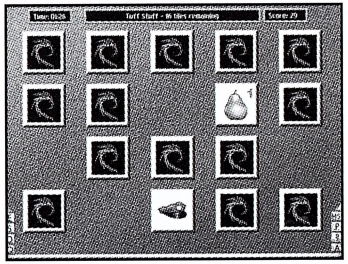


Memory

To select the type of memory game to play, move your cursor over one of the tiles in the new game menu. The box at the bottom of the screen displays the name and a small description of the game. To play the game click on the game tile of your choice. There are eight different forms of the memory game: Short Stuff, Enuff Stuff, Tuff Stuff, Tile Mania, Tile Zania and Tile Insania.

These games play like the classic memory game. The basic idea is to find two tiles that match by "flipping" them over. To flip a tile over, simply click on it. As in the classic game, only two tiles can be face up at a time. A score is accumulated for every pair of tiles flipped over. The goal is to try and get the lowest score in the least amount of time. The different games vary in difficulty by the number of tiles that must match.

Face Up and Face Off



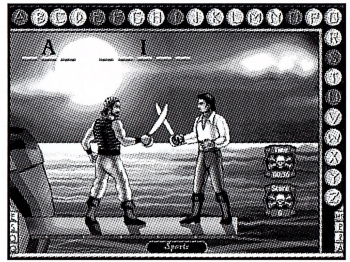
These games provide a slight twist in the classic memory game. The basic idea is the same, in which you must find pairs of tiles that match. Initially, the game seems easier since all the tiles are face up. The catch is that tiles can be stacked on top of one another and the fact that you can't always click on a particular tile! A tile is eligible to be clicked on if there is at least one blank space either to the left or right of the tile on the same level. Each eligible tile highlights when the cursor is moved over it. The game is over when either all the tiles have been cleared, or when there are no more matches left. The latter can happen if two matching tiles are stacked on top of one another. Pressing "**M**" on your keyboard will reveal all current matches, but makes your score ineligible for the high score lists. The goal is to get the highest score in the least amount of time.

At the top of the screen are displays for how much time has passed, your score, what game you are playing and how many matches are left. Once all of the tiles have been flipped over or all of the matches have been made, the High Scores menu is displayed. From here you can enter in your name and view all of the high scores from the other *Memory* games by clicking on the tile for the scores you want to view. The **OK** button at the bottom of the screen will close out the High Scores and return you to the *Memory* game.

Walk the Plank

Walk the Plank is another twist in playing the classic word game, hangman. To begin the game, click on the **New Game** button at the bottom of the screen. The new game menu is displayed with options for easy or hard game play and easy or hard phrases. On the easy game play, you get six misses per puzzle. On the hard game play you are allowed six misses in total before the game ends. If you select easy phrases you will be given a category clue at the bottom of the screen. Once you have selected the settings for your game, click on the **OK** button to begin a game.

You are given blank spaces representing a word or a phrase from the category displayed. As you click on letters, (represented by coins on the top and right hand side of the screen) either letters appear in their appropriate spaces in the blanks or you lose footing on the plank. You are displayed as the pirate on the right. If you get your choices wrong you come closer to falling into the shark-infested waters. Your nemesis is on the left of the screen and is trying to fight you back. If you solve the puzzle then you cause him to fall in and win the game.



At the right hand side of the screen is your current score and how much time has elapsed. Every time you win you can continue on to fight some more. The High Scores menu will appear and you can enter in your name. The more phrases you get, the higher your scores becomes,

and the longer you live. If you lose, well, the game is over, and into the water you go!

Un-Installing Play This, Play That™

To remove *Play This, Play That* from your Windows system:

1. Start Windows 95 / Windows 3.x.
2. Within the folder containing **Play This, Play That.exe** is a program called **unwise.exe.**
3. Double-click the **unwise.exe** icon.
4. Follow the on-screen instructions to complete the removal.

Troubleshooting

GENERAL

Problem: Running *Play This, Play That* presents a black screen.

1. WINDOWS 3.1 / 3.11 & MACINTOSH: Make sure your monitor is set to use 256 colors.
3. WINDOWS 95: Make sure your monitor is set to use 256 colors or more.
2. Make sure your screen resolution is 640 x 480 or greater.

Problem (Macintosh only): Running *Play This, Play That* presents a dialog box that says "Error allocating memory." On the desktop, select the **Play This, Play That** icon, then go to the **File** menu and select **Get Info**. Increase the *Minimum* and *Preferred* memory sizes by 1000 K at a time, and restart **Play This, Play That.**

FILE NOT FOUND

Problem:
When starting *Play This, Play That*, I get the message "A required .DLL file, *Wingde.dll*, was not found."
• Re-Install *Play This, Play That.*

Problem:
When starting *Play This, Play That*, I get the message "A required .DLL file, *Wing32.dll*, was not found."
• Re-Install *Play This, Play That.*

Problem:
When starting *Play This, Play That*, I get the message "A required .DLL file, *Wing.dll*, was not found."
• Re-Install *Play This, Play That.*

Problem:
When starting *Play This, Play That*, I get the message "A required .DLL file, *Msvcrtd.dll*, was not found."
• Re-Install *Play This, Play That.*

Problem:
When starting *Play This, Play That*, I get the message "A required .DLL file, *Wsock32.dll*, was not found."
• Re-Install *Play This, Play That.*

Problem:
When starting *Play This, Play That*, I get the message "A required .DLL file, *Winsock.dll*, was not found."
• Re-Install *Play This, Play That.*

Problem:
When starting *Play This, Play That*, I get the message "A required .DLL file, *Dsound.dll*, was not found."
• Install Direct X 5. We have supplied the latest version of Direct X on the CD-Rom. It can be accessed through the Autorun screen or going directly to the root of the CD-Rom.

Technical Service and Support

P.M.E., Inc., 202 New Edition Ct., Cary, NC 27511
Telephone: (919) 462-0001 extension 111, FAX: (919) 462-0051
Hours: Monday through Friday 8:00 a.m. to 5:00 p.m. (EST)

Check the "Troubleshooting" section on pages 16-18 for specific questions regarding hardware or software compatibility and other potential solutions.

You may call TECHNICAL SERVICE AND SUPPORT with additional questions. If you choose to write or fax us your inquiry, please provide detailed information about both your computer software and the nature of your system. Please include your address and telephone number.

Customer Service

If you have a problem, a question or a suggestion regarding this Software, please call our Technical Service and Support Department, (919) 462-0001 extension 111.

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